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Subject: Re: Colour maps ... (BYTE\_SCALE)  
Posted by [Martin Schultz](#) on Mon, 15 Mar 1999 08:00:00 GMT  
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David Foster wrote:

>

>

> I wrote BYTE\_SCALE() because I wanted to be able to specify a minimum  
> value for scaling as well as maximum.

If this is the only reason for a new routine BYTE\_SCALE: why don't you  
call

im = bytscl(data, top=cmax-cmin)+cmin

That's what I do when I need a minimum value.

Just 1/2 cent,  
Regards,  
Martin.

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Subject: Re: Colour maps ... (BYTE\_SCALE)  
Posted by [David Foster](#) on Mon, 22 Mar 1999 08:00:00 GMT  
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Martin Schultz wrote:

>

> David Foster wrote:

>>

>

>>

>> I wrote BYTE\_SCALE() because I wanted to be able to specify a minimum  
>> value for scaling as well as maximum.

>  
> If this is the only reason for a new routine BYTE\_SCALE: why don't you  
> call  
>  
> im = bytscl(data, top=cmax-cmin)+cmin  
>  
> That's what I do when I need a minimum value.  
>  
> Just 1/2 cent,  
> Regards,  
> Martin.

Martin -

Well, that's worth more than 1/2 cents. Basically, BYTE\_SCALE() was about my second or third routine that I ever wrote in IDL, back in 1994, before I was even aware that BYTSCL() even \*had\* any keywords! I wrote BYTE\_SCALE() and never gave this another thought.

And of course your method is even faster too. Really pisses me off! :-)

Thanks Martin.

Dave

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